

Random Encounters

City Scenes

By Skip Williams



Most of the time, cities are places where player characters rest, recover, and re-equip between adventures, but any city offers endless possibilities for adventure in its own right. You never know who you'll meet just walking down to the corner pub, what you'll find down dark alleys, or just what lies beneath the teeming streets.

Goolstoc's Transport

In a fantasy city, creatures of all kinds mix and sights that country folk might consider strange or downright frightening merit only a glance from urbanites who've seen it all before. One such sight is Oyin Horsetail, a porter who works for a firm called Goolstoc's Transport. Oyin uses a great big wheelbarrow to ferry passengers and freight around the city streets. Seem odd? Did we mention that Oyin is an ogre?



The Sentinels of Wisdom

The intellectual and political life in any city thrives when its citizens can freely discuss matters of public importance and have their say in matters of civic significance. Even absolute monarchs can benefit from the common wisdom. Not everyone believes that spirited public debate is a good thing, however.

Death from Below

Dangers can lurk anywhere, even on quite city streets.

Madame Phadra's Potions and Charms

There's an old saying that goes: "Let the buyer beware." That's very good advice, especially when you're new to a city or town.

Watch Your Step

The city streets seem solid enough. When they collapse, havoc ensues, but the real dangers lie beneath.

About the Author

Skip Williams keeps busy with freelance projects for several different game companies and has just completed an 18-year run as the Sage of *Dragon Magazine*. Skip is a co-designer of the **D&D** 3rd Edition game and the chief architect of the *Monster Manual*. When not devising swift and cruel deaths for player characters, Skip putters in his kitchen or garden (rabbits and deer are not Skip's friends).